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| Project Design Document | |  | | --- | | *07/12/2021*  Student Name | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Handle* | | in this   |  |  | | --- | --- | | *Top Down* | game | |
|  | where   |  | | --- | | *Input Up and down* | | makes the player   |  | | --- | | *Move up and down* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *A ball appears* | appear | | from   |  | | --- | | *Middle of gameplay screen* | |
|  | and the goal of the game is to   |  | | --- | | *Is to keep playing and hitting ball till one of the player misses* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *when player hits ball, when player misses ball, when ball collides with wall* | | and particle effects   |  | | --- | | *NA* | |
|  | [*optional*] There will also be   |  | | --- | | *NA* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Speed of ball will increase* | | making it   |  | | --- | | *hard for player to hit it* | |
|  | [*optional*] There will also be   |  | | --- | | *NA* | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *your Score, other lives* | | will   |  | | --- | | *Increase, decrease* | | whenever   |  | | --- | | *Other player misses ball* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Ping Pong* | will appear | | | and the game will end when   |  | | --- | | *lives of one of the player becomes zero.* | |

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| 6 **Other Features** |  | |  | | --- | | *when one of the player misses the ball equal to his lives then Game over text shows and can restart the game by clicking on New Game button.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Skeleton, players, movements of players* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Ball Movement, when players hit the ball it should bounce back…* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Score, lives count based on ball missing, Game over New Game Button* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Functional feature(s) by milestone #4* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* | | |  | | --- | | *mm/dd* | |

# Project Sketch